TRANSFORMERS
WAR FOR CYBERTRON
TEEN
T
CONTENT RATED BY ESRB
ACTIVISION

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *TRANSFORMERS™: WAR FOR CYBERTRON™* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

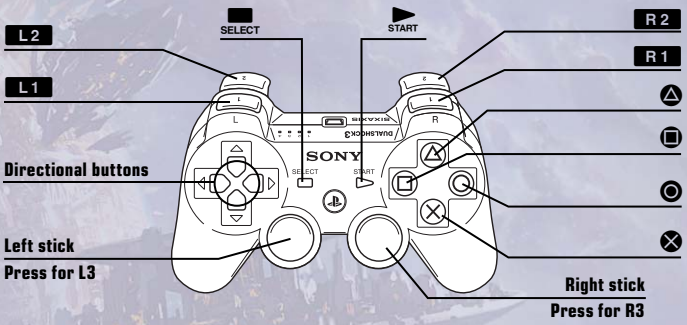
Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

GAME CONTROLS



ROBOT CONTROLS

CONTROL	FUNCTION
Left stick	Move Player
Right stick	Move Camera/Aim
⊗ button	Jump (Press twice for double jump)
○ button	Throw Grenade
□ button	Reload (Hold to pick up weapon)/Action
△ button	Switch Weapon
L1	Aim Down Sight
L2	Use Cooldown Abilities
R1	Fire Weapon
R2	Use Energon Abilities
L3 button	Change Form
R3 button	Melee Attack

FLIGHT CONTROLS

CONTROL	FUNCTION
Left stick	Movement
Right stick	Move Camera/Steer
✕ button	Ascend
○ button	Descend
□ button	Reload
△ button	Switch Weapon
L1	Boost
L2	N/A
R1	Fire Weapon
R2	Barrel Roll
L3 button	Change Form
R3 button	N/A

TANK/CAR/TRUCK CONTROLS

CONTROL	FUNCTION
Left stick	Movement
Right stick	Move Camera/Steer
⊗ button	Jump
○ button	N/A
□ button	Reload
△ button	N/A
L1	Boost
L2	N/A
R1	Fire Weapon
R2	180-turn (Tank)/Dash While Hovering/Ram While Boosting (Truck)
R2 + Left stick	Dash While Hovering (Car)/Flip While Boosting (Car)
L3 button	Change Form
R3 button	N/A

SPECIAL CONTROLS

CONTROL	FUNCTION
← on the directional buttons	Streaks (MP)
↓ on the directional buttons	Look At (When prompted) (SP)
START	Pause Menu
SELECT	Show Scoreboard

STORY

For many years the heroic AUTOBOTS™ and the evil DECEPTICONS™ have waged war upon their home planet of CYBERTRON™. It is now, with new and deadly threats in place that the balance of power begins to tip and victory is within sight...but for whom?

It is a time of war, a time of action. It is time to decide the fate of CYBERTRON™...

HEADS-UP DISPLAY

1. **Ammunition** – Displays the current weapon's ammunition supply.
2. **Energon Abilities** – Icon displays your energon abilities (icon is grayed out until enough energon shards are collected to use the ability).
3. **Weapon** – Shows the name and graphical representation of the weapon currently being used.
4. **Objective** – The current objective for the mission appears here when received.
5. **Weapon Reticle** – This shows where your shots will be aimed.
6. **Damage Indicator** – Shows the direction from which you're taking damage.
7. **Cooldown Abilities** – Icon displays your cooldown abilities (icon grays out when recharging).
8. **Health** – Shows your health.

MULTIPLAYER

Take the battle for CYBERTRON™ online! TRANSFORMERS™: WAR FOR CYBERTRON™ contains a variety of competitive Multiplayer modes for both individuals and teams. Multiplayer modes include:

- **Deathmatch** – Free-for-all.
- **Team Deathmatch** – This is a team-based version of the Deathmatch Multiplayer Mode.
- **Power Struggle** – Teams must occupy the active node in order to gain points. Points can only be gained when the node is not contested (node must be free of enemies).
- **Conquest** – In this game mode, three nodes are located on the map. Teams must capture these nodes in order to gain points. The team that reaches the score limit or has the most points when the time limit is reached is declared the winner.
- **Code of Power** – One team starts as Attackers and the other team starts as Defenders. The Attackers must attempt to steal the Code of Power from the other team and take it back to their capture spot. After the Code of Power has been captured or round time runs out, teams switch roles. The Code of Power is a giant melee weapon. Players holding the Code of Power will be able to melee and defeat enemies in a single blow. If you change into a vehicle, the Code of Power will be dropped.
- **Countdown to Extinction** – Teams must try and take the bomb, located in the center of the map, and plant it in the enemies' base. Once a team plants a bomb in the enemies' base, they must prevent the opposing team from disarming the bomb. If the bomb is successfully detonated, the team that planted it gets a point.

CHARACTER CUSTOMIZATION

Through Character Customization, you can make a series of choices that allow you to create your own character. First, choose from four different classes: Leader, Scientist, Scout and Soldier.

Next choose a chassis to determine your vehicle/robot form. The available chassis are limited by faction choice and each vehicle model has a specific robot model associated with it. Though you may not modify the physical model of either the robot or the vehicle, you can change the color scheme. As you gain more experience points, you can gain access to different abilities unique to each class. Custom characters cannot be played in Escalation or Campaign Mode.

CLASSES

There are 4 classes that players can choose from when creating a character for multiplayer matches:

Leader – The Leader moves the lines of the battlefield by boosting his teammates' attributes.

Scientist – The Scientist employs the highly-prized jet form, allowing him to bring support to his teammates wherever they are on the battlefield.

Scout – The Scout uses hit-and-run tactics to deliver surgical damage and circumvent enemy defenses.

Soldier – The Soldier prefers an all out brawl full of flak over a tactical fight.

PRIME MODE

Once all four character classes have been maxed out, Prime Mode can be activated. By activating Prime Mode, all experience points, skills and abilities are reset. The reward for Prime Mode is a special animated icon that is displayed next to the player's PlayStation®Network ID. This will be visible to all other players in-game.

ESCALATION

This 2–4 player Multiplayer Mode has players fighting against waves of AI-controlled enemies. Enemy difficulty increases after each wave that's defeated. Points are rewarded for destroying enemies. Players can use these points to open doors, purchase weapons or power-ups (like ammo and health). In this mode, players play as iconic characters from the campaign on AUTOBOT™ or DECEPTICON™ specific maps.

COOPERATIVE PLAY

Up to 3 players can play through the AUTOBOT™ and DECEPTICON™ campaigns cooperatively. Each player takes command of one of the three characters in each mission. Take control of CYBERTON™ as the DECEPTICONS™ or help save CYBERTRON™ as the AUTOBOTS™.

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Thanks to the wives, husbands, significant others and families who have supported us throughout the development of this game. You rock like Stan Bush!

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Jessica Straus

Rumble/Frenzy
Keith Silverstrein

Additional Voices
Ed O'Ross
Patrick Seitz
Richard Epcar
Travis Willingham
Troy E. Baker
Nolan North
Sam Riegel
Jamieson Price

MUSIC

Original Music Composed and Produced by
Tyler Bates

Credits Music
"Til All Are One"
(Transformers Theme)
Written by Stan Bush &
Lenny Macaluso
Nighstreet Music BMI/
Macaluso Music BMI from
The Stan Bush "In This Life"
Album

ADDITIONAL SERVICES/ CONTRIBUTIONS

Dave & Dave Incorporated
Pearl Digital Entertainment
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